

ELECTRONIC ARTS PRESENTS  
**CD-ROM CLASSICS**  
**GOLD EDITION**  
HI-OCTANE™

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Documentation is provided on-line. If you would like to receive the printed manual, please see the order form on the back cover.



# The Hi-Octane Online Manual

## Windows 95 Users:

### To install the Hi-Octane online manual:

1. Left-click **Start**.
2. Select **Run**.
3. Type **d:\manual\setup** and click 'OK'. (Substitute the name of your CD drive if other than d:.)
4. Follow the prompts to install.

### To access the online manual:

1. Left-click on **Start** on the taskbar.
2. Select **Programs** from the **Start** menu.
3. Select **Modern Age Books** from the **Programs** menu.
4. Select **Hi-Octane** from the **Modern Age Books** menu. The *Hi-Octane* manual appears.
5. Select **Print** from the **File** menu if you wish to print the document.

## Windows 3.X Users:

### To install the Hi-Octane online manual:

1. From the Program Manager, select **Run** from the File menu.
2. Type **d:\manual\setup** and click 'OK'. (Substitute the name of your CD drive if other than d:.)
3. Follow the prompts to install.

### To access the online manual:

1. From the Program Manager, open the **Modern Age Books** program group.
2. Double-click the **Hi-Octane** icon. The *Hi-Octane* manual appears.
3. Select **Print** from the **File** menu if you wish to print the document.



# System Requirements

## Minimum Configuration

- ☐ 486/50 MHz processor (Pentium/75 MHz for Windows 95)
- ☐ 8 MB RAM
- ☐ 1 MB hard drive space
- ☐ Double-speed CD-ROM drive
- ☐ VGA graphics
- ☐ DOS 5.0 or higher

## Supported

- ✧ SoundBlaster and 100% compatibles, AWE32, AdLib, Pro Audio Spectrum, Roland MT-32, and General MIDI
- ✧ Joystick

## Optional

- ✧ VESA-compatible video driver
- ✧ SVGA video card and monitor

## Multiplayer Mode (DOS Mode Only)

- ✧ 2-8 player network game requires NETBIOS
- ✧ High performance systems recommended



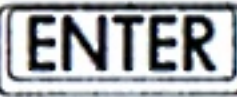


# Starting the Game

## Disk Preparation

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running SCANDISK or DEFRAG (DOS 6.2 or higher). SCANDISK searches your hard drive for any lost allocation units as well as any cross-linked files and directories. DEFRAG ensures that your data is sorted properly. Failure to verify this may result in corrupt data.


Steps for running these preventative applications are given below for DOS and Windows® 95.

## DOS Preparation

1. Type **ver**  from the DOS C:> prompt. Your DOS version is displayed on the screen. If it says 'MS-DOS VERSION 6.21' or any version later than 6.2, follow the steps below. If you are using DOS version 5.0, you may need to use other utilities (such as Norton Utilities or Central Point Tools) to check your drive's condition.
2. Type **scandisk c:**  from the DOS prompt. This will determine if your drive is in good repair. If any damage is found, you should repair it before continuing, following the instructions in your DOS manual.
3. Type **defrag c: /f**  from the DOS prompt. This runs a complete defragmentation on your hard disk to ensure all your data is sorted properly. It also optimizes your hard disk for faster load and access times.

## Windows 95 Preparation

The procedure for scanning and defragmenting your disk from Windows 95 is essentially the same as from DOS—only the method for starting the programs is different.

1. FIRST, RUN SCANDISK. To start SCANDISK, left-click on the  **Start** button from the Taskbar. The Start menu opens.
  - ✧ From the Start menu, highlight **Programs**, and then select **Accessories** from the menu that appears—from that menu, select **System Tools**. Finally, click on **ScanDisk**, and the program starts.
  - ✧ Once activated, make sure there is a check mark in the **Automatically Fix Errors** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **Start** to have the program scan the drive and correct any errors.
2. NEXT, RUN DEFRAG. To start DEFRAG, go to **System Tools** (as in the previous step) and click on **Disk Defragmenter**. As with SCANDISK, select the drive you are installing the game to and click **OK**.



## Starting the Game from Windows 95

1. Insert the CD in your CD drive. The AutoRun menu appears.
2. Click **Run Hi-Octane**. The game runs. If you want to skip the introduction, press **ESC**.
3. Follow the onscreen prompts, pressing **↑** or **↓** to highlight an option, then press **ENTER** to select.

If after quitting *Hi-Octane* you want to run it again:

1. Make sure the *Hi-Octane* CD is still loaded in the CD drive.
2. Open **Windows Explorer**.
3. Double-click on **D:HiOctane**.
4. Double-click on **Autorun.exe**. The AutoRun menu appears.

The game attempts to automatically detect your sound card, but if you experience problems with the automatic sound card detection (i.e., you don't hear sound or the sound is garbled):

1. Click **Start**.
2. Click **Run**.
3. Type **d:\setsound** and **ENTER**.

**Note:** Saved games are automatically stored on your hard drive in **Hioctane.cd**.

## Starting the Game from DOS

1. Type the **d:** **ENTER**. (Substitute the letter of your CD drive if other than 'D:'.)
2. Type **hioctane** **ENTER**. The introduction begins. Press **ESC** anytime to bring up the Main Menu.
3. Follow the onscreen prompts, pressing **↑** or **↓** to highlight an option, then press **ENTER** to select.  
  
✓ Make sure you have at least 500K of base memory free and 6.6 MB of XMS memory available. (See *Creating a Boot Disk* if you don't have enough memory.)

This game attempts to automatically detect your sound card, but if you experience problems with the automatic sound card detection (i.e., you do not hear sound or sound is garbled):

1. Exit to DOS.
2. From **D:\>**, type **setsound** **ENTER**. Follow the prompts to select your sound card.



## Creating a Desktop Icon

*EA TIP* For a quicker way to start the game, create a desktop icon.

1. Make sure the *Hi-Octane* CD is loaded in the CD drive.
  2. Open **Windows Explorer**.
  3. Double-click on **D:HiOctane**.
  4. Right-drag the **HiOctane** program icon onto your desktop and release the right mouse button.
  5. From the menu, select **Create Shortcut(s) Here** to place a shortcut icon on your desktop.
- ✓ To start the program, double-click the shortcut to Hioctane.bat icon.

## Network Play (DOS Mode Only)

*Hi-Octane* can be played by up to eight players over a network. Make sure each player's computer is running Netbios. The game will detect the presence of this program and load configured for network play. Players can then log in and out as they wish.



# Problems with Your Software?

If you are having a problem installing or using your software, we want to help.

- ☐ First, please make sure you have read thoroughly the *Starting the Game* and *System Requirements* sections above.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

✓ **NOTE:** Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your MS DOS manual for more information.

## CD Problems

A double-speed CD-ROM drive is required to run *Hi-Octane*, and you'll get even better results from a 4x or faster CD drive.

### Receive "File not found" error message when installing or running the game

- ☐ Make sure the game was properly installed. See *Starting the Game* on p. 4.
- ☐ Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.
- ☐ Make sure that the correct driver for your CD drive is loaded in your AUTOEXEC.BAT and CONFIG.SYS files. (Example: In AUTOEXEC.BAT, your CD driver line could be: "C:\WINDOWS\MSCDEX /D:MSCD001 /M:10", and in CONFIG.SYS, the CD device driver might appear similar to "DEVICE=C:\DEV\HIT-IDE.SYS /D:MSCD001".)
- ☐ Keep in mind that your CD driver will always contain a '/D:xxx' switch in both the AUTOEXEC.BAT and CONFIG.SYS files that signifies the CD-ROM device name.

## Video Problems

If you are experiencing difficulties with video, you may want to consult your video card's manual for specific information on loading a manufacturer-specific VESA driver.

### General Video Card Information

- ☐ Please contact the manufacturer of your video card with any VESA driver or video card issues.



# Memory Problems

*Hi-Octane* requires 500K free conventional memory and 6.6 MB of extended memory (XMS) to run.

## Receive “Out of memory” message

Your system does not have enough free memory available.

- ❑ Make sure your system has at least 8 MB of RAM.
- ❑ Make sure you have at least 500K conventional memory and 6.6 MB XMS free:
- ⇒ Type **mem /c** ENTER from the DOS prompt to check the amount of available memory on your system. A memory summary statement similar to the following is displayed (exact numbers will vary by system):

Type of Memory	Total	Used	Free
Conventional	651,360	63,344	592,016
Upper	158,560	156,256	2,304
Reserved	393,216	393,216	0
Extended (XMS)	15,570,080	2,385,056	<b>13,185,024</b>
<hr/>			
Total memory	16,777,216	2,997,882	13,779,344
Total under 1 MB	813,920	219,600	594,320
Largest executable program size		<b>591,728</b>	<b>(578K)</b>
Largest free upper memory block		1,284	(0K)
MS-DOS is resident in the high memory area.			

The important numbers are bold. The “Extended (XMS)” line must read 6,920,601 bytes or higher in the “Free” column. The “Largest executable program size” line must read 512,000 (500K) or higher. For detailed information on freeing up additional memory, refer to *Creating a Boot Disk* on p. 10.

## General Memory Information

- ❑ You must use an extended memory manager—we strongly recommend using HIMEM.SYS rather than other memory managers such as QEMM.SYS.
- ❑ We recommend that you temporarily disable any nonessential utilities you may be running in order to free up more memory on your system. Examples of such include:

EMM386.EXE	ANSI.SYS	SMARTDRV.SYS
ANYKEY.COM	POWER.EXE	RESUME.SYS
IFSHLP.SYS	ASP.SYS	CSP.SYS
VSAFE.EXE	VSHIELD.SYS	SHARE.EXE
DOSKEY.COM	PS1TOOLS (any utility)	

And any network drivers you may normally load if you are not utilizing network play.



## Sound problems

*Hi-Octane* supports SoundBlaster and 100% compatibles, AWE32, AdLib, Pro Audio Spectrum, Roland MT32, and General MIDI sound cards.

### Installed sound card, but there is no sound

- ☐ If you are having difficulties with your sound card, please note that the preferred IRQ setting for this game is 5 or 7. If your IRQ setting is *not* 5 or 7, please change it on your DOS boot disk. If you are unsure how to check or change your IRQ setting, refer to your sound card documentation or contact your sound card manufacturer.
- ☐ Please note that the preferred DMA setting is 1. If the DMA setting is not 1, please change it on your boot disk. If you are unsure how to check or change your DMA setting, refer to your sound card documentation or contact the manufacturer of your sound card.
- ☐ Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.
- ☐ Make sure you selected the correct sound card.
- ☐ Refer to *Sound Configuration* below.

### Installed sound card, but get static from speakers

- ☐ Make sure you selected the correct sound card.

## Sound Configuration

Make sure the appropriate statement for your sound card is included in your AUTOEXEC.BAT file:

Sound Card	Statement
Sound Blaster	SET BLASTER=[settings] T1
Sound Blaster Pro	SET BLASTER=[settings] T4
Sound Blaster 16	SET BLASTER=[settings] T6
Gravis Ultrasound	SET ULTRASOUND=220,1,1,11,15
Gravis Ultrasound Max	SET ULTRASOUND=220,1,1,11,15 ULTRINIT

- ☐ If the appropriate statement is not included in the AUTOEXEC.BAT, consult your sound card documentation and/or run the configuration utility for your sound card.



# Creating a Boot Disk

Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files from your hard disk onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

Below are instructions for creating a DOS boot disk. Please follow these steps exactly.

- ✓ **NOTE:** To create a DOS boot disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.
- 1. From the DOS prompt, type **C:** and press **ENTER**.
- 2. Place the blank disk into drive A:.
- 3. Type **format a:/s** **ENTER**. Be sure to include the spaces.
- ✧ You will be prompted to insert a blank disk into drive A:. Do so if you haven't already, and press **ENTER**.
- 4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name and press **ENTER** or simply press **ENTER** for no name.
- 5. A prompt appears asking whether you wish to format another disk. Type **N** and press **ENTER**.

To configure your DOS boot disk to free up additional conventional memory and enable Extended memory:

- 1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
  - a. At the C:\> prompt, type **copy c:\config.sys c:\config.bak** and press **ENTER**.
  - b. Type **copy c:\autoexec.bat c:\autoexec.bak** **ENTER**.
- 2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the boot disk that you have just created (A:\):
  - ✧ a. At the C:\> prompt, type **copy c:\config.sys a:\** **ENTER**.
  - ✧ b. Type **copy c:\autoexec.bat a:\** **ENTER**.



3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:
  - ✦ a. From the C:\> prompt, type **cd \dos** ENTER (or **cd \windows\command** if you have Windows 95).
  - ✦ b. Type **edit a:\autoexec.bat** ENTER.
4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following (items enclosed in [brackets] indicate system-specific variables):

<u>Line</u>	<u>Notes</u>
PATH=[Path]	[Path] will vary by system
PROMPT \$P\$G	
[Your sound card driver]	Example: SET SOUND = C:\SBPRO
	SET BLASTER = A220 I7 D1 T4)
[Your CD-ROM driver]	Example: C:\DOS\MSCDEX.EXE /S /D:SONY_000
C:\[directory]\MOUSE.COM	(Or equivalent mouse driver)

✓ **NOTE:** If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. *Do not* change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.
  - ✦ To save, press ALT-F to bring down the File menu, then type S.
  - ✦ To open, press ALT-F, type O, then type **a:\config.sys** and press ENTER.
6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:

<u>Line</u>	<u>Notes</u>
DEVICE=C:\DOS\HIMEM.SYS	(Or C:\WINDOWS\HIMEM.SYS)
DOS=HIGH	
BUFFERS=30	
FILES=30	
[Your CD-ROM device driver]	Example: C:\DEV\SLCD.SYS /D:SONY_000 /B:340 /M:P /N /C



Your CONFIG.SYS file should now look like the above example. If it does not, edit it now to make it look similar to the text above.

7. Save the edited CONFIG.SYS file and exit the EDIT program.

⇒ To save, press **[ALT]-[F]**, then type **[S]**.

⇒ To exit the Edit program, press **[ALT]-[F]**, then type **[X]**.

You now have a boot disk which should free up enough conventional memory and set up enough Extended memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk.

**To start up your machine using the DOS boot disk:**

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\> prompt.
2. Type C: and press **[ENTER]** to return to your hard drive.

✓ **NOTE:** If you want to return your system to its normal memory configuration, simply remove the DOS boot disk from the A: drive and restart your machine.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

## Windows® 95 Users

### Switching to MS-DOS Mode

If you have difficulty running this program from the Windows 95 operating system, we recommend switching to MS-DOS mode. To configure your computer for MS-DOS mode, proceed as follows:

1. Left-click on the **Start** button on the Taskbar. The Start menu opens.
2. From the Start menu, click on **Shut Down....**
3. From the Shut Down Windows dialog box that appears, click on **Restart the computer in MS-DOS mode**, then click **Yes**. The computer restarts in MS-DOS mode.
4. When you return to the Command Prompt, type **d:** **[ENTER]**. (Substitute the letter of your CD drive if other than 'd:'.)
5. To start the game, type **hioctane** **[ENTER]**.
6. To return to Windows 95 after you exit from the game, type **exit** **[ENTER]** at the DOS prompt.



## Creating an MS-DOS Mode Icon

Although your CD-ROM drive, sound card, mouse, and other peripherals may work perfectly with Windows 95, they may need to be configured manually to work in MS-DOS mode. If you are having problems running this game from Windows 95 that the previous instructions didn't solve, we recommend that you create a new MS-DOS mode icon that can be used to create a proper MS-DOS environment for this and other DOS programs.

Before you start, you'll need to gather a few details from your system. Please follow the instructions below according to your system. It's important to note that the instructions should be used in addition to your PC manufacturer's supporting documentation.

### STEP 1: DETERMINING YOUR CD-ROM DEVICE DRIVER

#### If you purchased a PC with Windows 95 already installed:

Before you create an icon, you need to gather details of your DOS CD-ROM device driver and its location (or path) on your hard drive. This depends on where your PC retailer or manufacturer has placed them on your system. You may find the name of your CD-ROM device driver in your CD-ROM documentation. Typically, this is 4-8 characters in length and ends in .SYS (e.g., SBCD.SYS, SLCD.SYS, CDMKE.SYS, MTMCDAI.SYS, ATAPI\_CD.SYS, etc.). You can also find this by going into DOS and listing the contents of your CONFIG.SYS file. To do this, type **type config.sys**

**[ENTER]** at the "C:\>" prompt. If it is in this file it looks something like this:

DEVICE=C:\[path]\[CD device driver].SYS /D:xxxxx. This line varies according to your PC, but it will definitely start with DEVICE or DEVICEHIGH, and should contain a "/D:xxxx" in the line—e.g., DEVICE=C:\SB16\DRV\SBCD.SYS /D:MSCD000. If you have done the above and cannot locate the name of your CD driver, you need to speak to your PC retailer/manufacturer. If you have found the line, copy it down exactly as it appears onto a piece of paper. Proceed to step 2.

#### If you installed Windows 95 onto a PC previously running another version of Windows and DOS:

Before you can create an icon, you need to have details of your DOS CD-ROM driver and its location (or path) on your hard drive. Typically, the driver is 4-8 characters in length and ends in .SYS (e.g., SBCD.SYS, SLCD.SYS, CDMKE.SYS, MTMCDAI.SYS, ATAPI\_CD.SYS, etc.). You can find this by going into DOS and listing the contents of your original CONFIG.SYS file. To do this, type **type config.dos** **[ENTER]** at the "C:\>" prompt. It looks something like this: DEVICE=C:\[path]\[CD device driver].SYS /D:xxxxx. This line varies according to your PC, but it will definitely start with DEVICE or DEVICEHIGH, and should contain a "/D:" in the line—e.g., DEVICE=C:\SB16\DRV\SBCD.SYS /D:MSCD000. When you have found the line, copy it down exactly as it appears onto a piece of paper. Proceed to step 2.



## STEP 2: CREATING THE ICON AND SPECIFYING CONFIG.SYS AND AUTOEXEC.BAT PARAMETERS

1. Start the Windows 95 operating system. (If you are in DOS, type **exit** ENTER.)
2. Right-click anywhere on your desktop to bring up a small menu. Left-click on **New**, then left click on **Shortcut**. The Create Shortcut menu appears.
3. In the Command line, type **c:\windows\command.com**, then click **Next>**, followed by **Finish**. If Windows 95 is installed in a directory other than C:\WINDOWS, replace the text 'c:\windows' with the appropriate directory.
4. Right-click on your new MS-DOS prompt icon and select **Properties**. Now select the Program tab at the top of the window and click the **Advanced...** button. The Advanced Programs Settings menu appears.
5. Select the **MS-DOS** mode box, then click the **Specify a new MS-DOS configuration** option. Two boxes appear below.
6. The first box is the CONFIG.SYS file that is used when Windows 95 restarts in DOS mode. Leave the two lines that are already there and add the following lines:  
**files=30**  
**buffers=30**  
**device=c:\[CD-ROM directory]\[CD-ROM device driver] /d:mscd000**
7. Add the CD-ROM device driver line just as you copied it down earlier, but leave out the '/d:xxxxx' assignment, and use the one shown above instead (/d:mscd000).
8. In the AUTOEXEC.BAT for MS-DOS mode box, add this line:  
**c:\windows\command\mscdex.exe /d:mscd000**  
If Windows is installed in a directory other than C:\WINDOWS, substitute the appropriate path for 'c:\windows'.
9. Click on **OK** to close, then click on **OK** again to return to the desktop to use your new icon.
10. To use your new icon, double click on it. A box appears to advise you that you are entering MS-DOS mode. Click **Yes** to confirm, and the computer restarts in MS-DOS mode. You can then install and play the game according to the DOS instructions.

## Correcting Sound Problems

If you experience problems with your sound card you need to ensure that you have all correct device drivers loaded in the CONFIG.SYS and AUTOEXEC.BAT files. Using the same procedure as you did to locate your CD-ROM device driver, find the sections that refer to your sound card and copy them down onto a piece of paper.



✓ **NOTE:** Try looking for the following key words: BLASTER, SOUND, and SB. For example, the required settings for a Sound Blaster AWE 32 might be:

SET BLASTER=A220 I5 D1 H5 P330 E620 T6

SET SOUND=C:\SB16

There will be other drivers that pertain directly to your sound card that do not start with 'SET'. There may be at least one driver line in CONFIG.SYS that starts with 'DEVICE' or 'DEVICE-HIGH=', and in many instances multiple lines in AUTOEXEC.BAT (e.g., C:\SB16\AWEUTIL, C:\SB16\DIAGNOSE /S, C:\SB16\SB16SET). These lines and any corresponding driver lines should be included. For further information, please refer to your computer system documentation and/or manufacturer.



# Troubleshooting

**Q.** I have selected 'GENERAL MIDI' from the sound configuration screen to play the music through my Waveblaster, and the game locks up after the intro.

**A.** Waveblaster is not directly supported. You have to select SOUNDBLASTER 16 from the music configuration screen.

**Q.** When I play *Hi-Octane*, the game either hangs, or I get an error message that tells me I don't have enough memory.

**A.** You need to start your system using a DOS boot disk. (See *Creating a DOS Boot Disk*.) Also, make sure that you do not have any other application running at the same time.

**Q.** When I switch *Hi-Octane* into Hi-Res mode, the screen clears and the game hangs, or I get an error message telling me I don't have enough memory.

**A.** Although *Hi-Octane* will run on most 8MB PCs without a boot disk, you may find that the game needs most of the available memory to run in Hi-Res mode. If this problem occurs, the game will have to be installed with a boot disk. (See *Creating a DOS Boot Disk*.)

**Q.** When I play a Championship game and finish a race, I am unable to continue the Championship and proceed to the next race.

**A.** In order to proceed to the next track in the Championship game, you need to have finished as one of the top three vehicles in the previous race. You are then able to save your game and continue to the next race.

**Q.** Occasionally I seem to get caught up in the scenery.

**A.** This is a rare occurrence, but you'll find that either a ship will pick you up and place you back on the track or you'll be able to untangle yourself by accelerating and holding down **[C]** to activate the turbo boost. If all else fails, press the **[ESC]** key and start again.

**Q.** Sometimes I am able to drive off of the land and I seem to float in mid-air.

**A.** If the ship does not pick you up and place you back on the track, you should be able to direct yourself back onto land by looking at the small map in the right hand corner. If you can see your colored square actually off the track, guide it back on.

**Q.** The game is running too slowly.

**A.** Try turning off the sky, shading and texture mapping from the Detail menu. If you wish to practice the circuits on your own, turning off the computer opponents from the Options screen will also make the game run faster.



# Technical Support

If you have questions about the program, our Technical Support Department can help. Please be sure to include the following information in your letter, fax, or e-mail message:

- |   |   |
|---|---|
| <input type="checkbox"/> A copy of the CONFIG.SYS and<br>AUTOEXEC.BAT files from your hard drive. | <input type="checkbox"/> Computer manufacturer                            |
| <input type="checkbox"/> Operating system (Windows 95, DOS 6.22, etc.)                            | <input type="checkbox"/> Amount of RAM                                    |
| <input type="checkbox"/> Video card   | <input type="checkbox"/> CPU type and speed in MHz                        |
| <input type="checkbox"/> CD-ROM   | <input type="checkbox"/> Sound card type and settings (address, IRQ, DMA) |
| <input type="checkbox"/> Joystick and game card (if any)  | <input type="checkbox"/> Mouse driver and version                         |
|   | <input type="checkbox"/> A description of the problem you're having.      |

If you need to talk to someone immediately, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Standard Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

**EA Tech Support Fax:** (415) 286-5080.

Electronic Arts Technical Support  
P.O. Box 7578  
San Mateo, CA 94403-7578

## HOW TO REACH US ONLINE

COMPUSERVE: Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237

AMERICA ONLINE: Send e-mail to ELECARTS

INTERNET E-MAIL: support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

WORLD WIDE WEB: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM—8 PM.

If you are under 18 years of age parental consent required.



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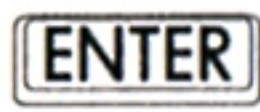
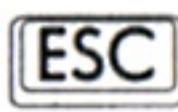
# COMMAND SUMMARY

## Menu Controls

### Action

- Highlight a menu option
- Change setting of highlighted option
- Activate highlighted option
- Exit from Menu Screen

### Keyboard






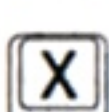
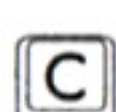





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## Gameplay Controls



### Action

- Accelerate/Decelerate
- Steer left/right
- Fire Minigun
- Fire Missile
- Charge Booster
- Pause Game
- Cockpit View
- Chase Camera (Close)
- Chase Camera (Medium)
- Chase Camera (Far)

### Keyboard

-  
-  
- 
- 
- Hold 
- 
- 
- 
- 
- 

### Joystick

- Press 
- Press 
- Button **1**
- Button **2**
- Hold Button **3**



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Attn: CD Classic Manuals

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